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We have,

$$G_{t} = R_{t+1} + \sqrt{R_{t+2}} + \sqrt{2R_{t+3}} + \cdots$$

$$= \sqrt{2R_{t+0+1}} + \sqrt{R_{t+2}} + \sqrt{2R_{t+2+1}} + \cdots$$

$$= \sum_{k=0}^{\infty} \sqrt{kR_{t+2}} + \sqrt{2R_{t+2+1}} + \cdots$$

If the reward is a constant +1

we have

$$G_{t} = \sum_{k=0}^{\infty} \sqrt{k} - \frac{1}{1-\sqrt{k}} \longrightarrow \emptyset$$

So for a constant reward 'c'

$$G_{t} = \sum_{k=0}^{\infty} \sqrt{k} = C \left[\frac{1}{1-\sqrt{1}} \right]$$

We know have the state value function

$$\gamma_{\Pi}(s) = \left[\int_{\Pi} \left[S_{t} | S_{t}$$

if a constant c is added to the reward

$$Y_{\Pi}(s) = \begin{bmatrix} \sum_{k=0}^{\infty} \sqrt{k} (R_{t+k+1} + c) | S_{t} = S \end{bmatrix}$$

$$= \begin{bmatrix} \sum_{k=0}^{\infty} \sqrt{k} R_{t+k+1} | S_{t} = S \end{bmatrix} + C \begin{bmatrix} \sum_{k=0}^{\infty} \sqrt{k} S_{t} = S \end{bmatrix}$$

$$= V_{\Pi}(s) + C \begin{bmatrix} 1 \\ 1 - \gamma \end{bmatrix}$$

Vc = C; Vc is a constant state value term added upon adding c to each newcord

Exercise 3.16

In an episodic task, addition of c will result in the following modification of the above term $\sum_{K=0}^{N} k = \frac{1-\sqrt{n}}{1-\sqrt{n}}$

Optimal state-value function

Offimal state action-value tunction

3.4

For the above MDP, we have,

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